=> d his

	TILE 'USPAT' ENTERED AT 13:09:49 ON 14 SEP 1999)	
	SET HIGH OFF	
L1	53063 S (VIEW POINT OR VISUAL POINT OR (POINT (2W) VIEW))	
L2	5926 S L1 AND VIRTUAL?	
	SET HIGH ON	
L3	98 S L2 AND ((OVERLAP? OR OBSTRUCT? OR OBSCUR?) (10A) (OBS	STAC
LE#	(32.	

HOME I SEARCH II ADVANCED SEARCH II WHAT'S NEW II HELP II LOGOUT

augment reality

Refine

Collection: Journals Conferences Standards

Your search matched 92 of 549999 documents.

25 are presented on this page, sorted by Score in descending order.

DOC TYPE VIEW ISSUE VIEW FULL PAGE VIEW CITATION				
CNF			A two-stage robust statistical method for temporal registration from features of various type Simon, G.; Berger, MO. Computer Vision, 1998. Sixth International Conference on, 1998, Page(s): 261-266	
CNF	TOC SIFE	Z	Proceedings. 3rd Asia Pacific Computer Human Interaction (Cat. No.98EX110) Computer Human Interaction, 1998. Proceedings. 3rd Asia Pacific, 1998	
CNF	10G - sprong - 1	P	Deterministic multihop radio on the top of 802.11 MAC Leskela, J. Real-Time Systems, 1998. Proceedings. 10th Euromicro Workshop on , 1998 , Page(s): 71 -78	
CNF		罗	Proceedings 1998 IEEE and ATR Workshop on Computer Vision for Virtual Reality Based Human Communications Computer Vision for Virtual Reality Based Human Communications, 1998. Proceedings., 1998 IEEE and ATR Workshop on , 1998	
CNF	TOG 96.24 hoose	Z	Altering reality through interactive image and video manipulation Kutulakos, K.N. Computer Vision for Virtual Reality Based Human Communications, 1998. Proceedings., 1998 IEEE and ATR Workshop on , 1998 , Page(s): 72 -77	
CNF	100 100 100 100 100 100 100 100 100 100	罗	From geometry to variational calculus: theory and applications of three-dimensional vision Faugeras, O. Computer Vision for Virtual Reality Based Human Communications, 1998. Proceedings., 1998 IEEE and ATR Workshop on , 1998 , Page(s): 52 -71	
CNF	Para series		A gesture based interaction technique for a planning tool for construction and design Rauterberg, M.; Bichsel, M.; Meier, M.; Fjeld, M. Robot and Human Communication, 1997. RO-MAN '97. Proceedings., 6th IEEE International Workshop on , 1997 ,	

			Page(s): 212 -217
CNF	103d :		Stochasticks: augmenting the billiards experience with probabilistic vision and wearable computers Jebara, T.; Eyster, C.; Weaver, J.; Starner, T.; Pentland, A. Wearable Computers, 1997. Digest of Papers., First
CNF	[CZ	P	International Symposium on , 1997 , Page(s): 138-145 An historical account of the 'WearComp' and 'WearCam' inventions developed for applications in 'personal imaging' Mann, S. Wearable Computers, 1997. Digest of Papers., First
CNF	103		International Symposium on , 1997 , Page(s): 66 -73 Interactive evaluation of assembly sequences with mixed (real and virtual) prototyping Sharma, R.; Molineros, J.; Raghavan, V. Assembly and Task Planning, 1997. ISATP 97., 1997 IEEE International Symposium on , 1997 , Page(s): 287 -292
CNF	Figure 2 Sympletic Victorial Victorial	2	Proceedings. Computer Animation '97 (Cat. No.97TB100120) Computer Animation '97, 1997
CNF		*	Pattern recognition as a key technology for the next generation of user interfaces Rauterberg, M.; Steiger, P. Systems, Man and Cybernetics, 1996., IEEE International Conference on Volume: 4, 1996, Page(s): 2805-2810 vol.4
CNF	TOC 	مغ	The digital playing desk: a case study for augmented reality Rauterberg, M.; Mauch, T.; Stebler, R. Robot and Human Communication, 1996., 5th IEEE International Workshop on, 1996, Page(s): 410-415
CNF	TOG Water Water Water		Real-time incremental visualization of dynamic ultrasound volumes using parallel BSP trees Garrett, W.F.; Fuchs, H.; Whitton, M.C.; State, A. Visualization '96. Proceedings., 1996, Page(s): 235-240, 490
CNF	103 127 120 120	2	Quantification of adaptation to virtual-eye location in see-thru head-mounted displays Rolland, J.P.; Biocca, F.A.; Barlow, T.; Kancherla, A. Virtual Reality Annual International Symposium, 1995. Proceedings., 1995, Page(s): 56-66
CNF	TOC	Z	Visualizing data: is virtual reality the key? Stone, L.M.; Erickson, T.; Bederson, B.B.; Rothman, P.; Muzzy, R. Visualization, 1994., Visualization '94, Proceedings., IEEE Conference on, 1994, Page(s): 410-413
CNF	Forms	2	Registration without correspondences Fua, P.; Leclerc, Y.G. Computer Vision and Pattern Recognition, 1994. Proceedings CVPR '94., 1994 IEEE Computer Society Conference on, 1994, Page(s): 121 -128
CNF	103 1133 1133	203	2-D mesh-based tracking of deformable objects with occlusion

Toklu, C.; Tekalp, A.M.; Erdem, A.T.; Sezan, M.I.

			Image Processing, 1996. Proceedings., International Conference on Volume: 1, 1996, Page(s): 933-936 vol.1
CNF	FOCE : .	2	Special effects authoring using 2-D mesh models Eren, P.E.; Toklu, C.; Tekalp, A.M. Image Processing, 1997. Proceedings., International Conference on Volume: 1, 1997, Page(s): 723-726 vol.1
CNF			Integrated multi media and visualisation techniques for process S&C Zinser, K. Systems, Man and Cybernetics, 1993. 'Systems Engineering in the Service of Humans', Conference Proceedings., International Conference on, 1993, Page(s): 367-372 vol.1
CNF		2	Tracking position and orientation in a large volume Sowizral, H.A.; Barnes, J.C. Virtual Reality Annual International Symposium, 1993., 1993 IEEE, 1993, Page(s): 132-139
CNF	TOS Type of Type of Ty		Explorations of display interfaces for virtual reality Deering, M.F. Virtual Reality Annual International Symposium, 1993., 1993 IEEE, 1993, Page(s): 141-147
PER	100	200	Beyond medicine Dumay, A.C.M. IEEE Engineering in Medicine and Biology Magazine Volume: 15 2, March-April 1996, Page(s): 34 -40
PER			Registration of real and CT-derived virtual bronchoscopic images to assist transbronchial biopsy Bricault, I.; Ferretti, G.; Cinquin, P. Medical Imaging, IEEE Transactions on Volume: 17 5, Oct. 1998, Page(s): 703 -714
PER			Image guidance of breast cancer surgery using 3-D ultrasound images and augmented reality visualization Sato, Y.; Nakamoto, M.; Tamaki, Y.; Sasama, T.; Sakita, I.; Nakajima, Y.; Monden, M.; Tamura, S. Medical Imaging, IEEE Transactions on Volume: 17 5, Oct. 1998, Page(s): 681-693

[Prev] 1 2 3 4 [Next]

| IEL Online Home | Search | Advanced Search | What's New | Help | Logout | | FAO's | Support | Comments |

Copyright 1999 Institute of Electrical and Electronics Engineers. All rights reserved.